BANDAI

NES-TX-USA

TOXIC CRUSADERS™

INSTRUCTION BOOKLET

Nintendo ENTERTAINMENT SYSTEM®

T

BANDAI

TOXIC CRUSADERS™

LICENSED BY

Nintendo

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THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE TO DEVELOPERS AND ARE FEATURES THAT CARRY THE OFFICIAL NINTENDO SEAL OF QUALITY.

PRECAUTIONS

1. Turn off the power before inserting or removing the Game Pak.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty.
Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.

ADVISORY
READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing cetain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older television models have rounded screens and may block out a portion of the image.

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Thank you for purchasing Bandai's "Toxic Crusaders" Game Pak. Please read this instruction manual carefully before starting to play the game. In doing so, you will be able to play the game better and will enjoy it even more. Be sure to keep these instructions in a safe place.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you pause a video game set for a long period of time.

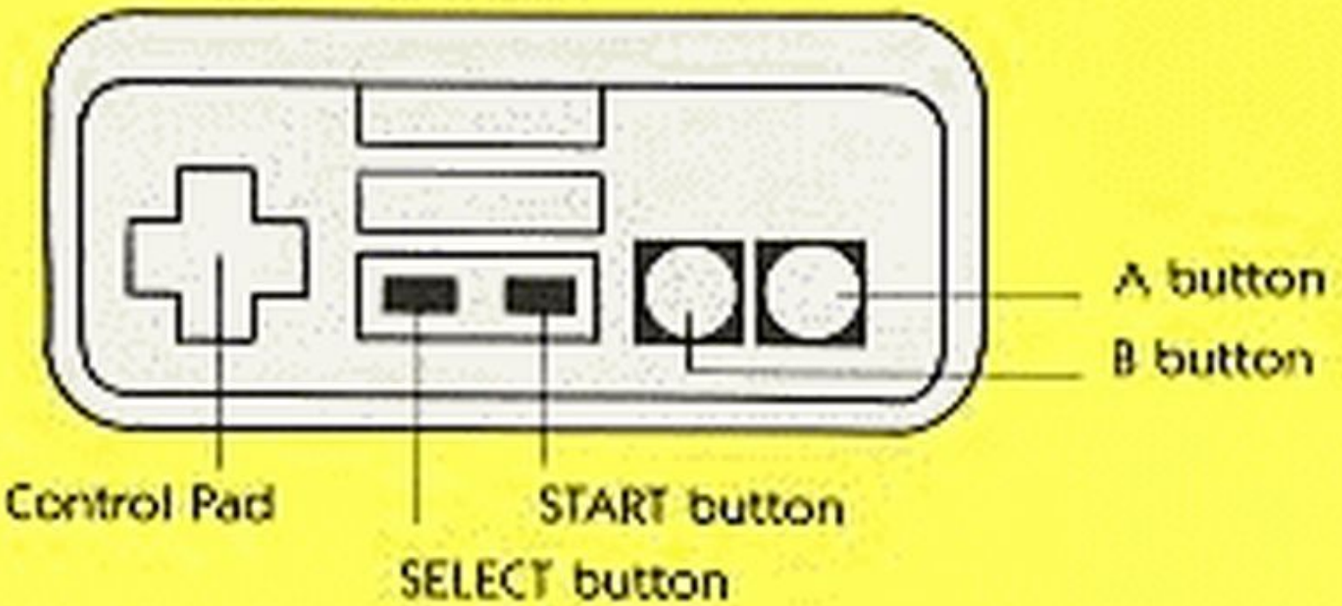
If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

1. INTRODUCTION

Only a complete and helpless nerd like Melvin Junko could be such a klutz that he would run into a vat of Grossolium 90, a terribly toxic waste by-product of the Island City Chemical Plant. Now the wimpy nerd, Melvin, has mutated into Toxie, a hideously deformed creature of super-human size and strength. But all is not lost. Toxie, with his new-found power, has joined forces with Major Disaster, Nozone, Headbanger, and Junkyard to form the Toxic Crusaders. No, not the ultimate heavy metal band, you moron! This motley crew is sworn to defend Tromaville and the rest of the U.S. from the polluting ways of Dr. Killemoff and his Radiation Rangers! It won't be any easy mop up operation, but with your help the Toxic Crusaders are sure to make a clean sweep of the sludge, slime, goop, and grime, while washing Killemoff and his filthy friends off the face of the earth forever! So get to it. It's clean up time!

2. HOW TO OPERATE THE CONTROLLER

This is a one player game and only one controller is needed.



A Button:	Push to jump.
B Button:	Push to attack.
Control Pad Right/Left:	Push to move to the right and left.
Control Pad Up:	Push to move deeper into the background of a scene.
Control Pad Down:	Push to move to the foreground of a scene.
START Button:	Push to pause and continue the game.

3. HOW TO PLAY THE GAME

Getting Started

Put the game pak in the NES, turn the power on. After the copyright message clears the screen, the Toxic Crusaders logo will appear. Press the START Button to begin the game.

THE OBJECT OF THE GAME

Toxie's girlfriend, Yvonne, and the rest of the Toxic Crusaders have been taken prisoner by the evil Dr. Killemoff. The object of the game is to help Toxie battle his way through 6 challenging levels in order to rescue his faithful friends and face the ultimate showdown with the ruthless Dr. Killemoff. Each level consists of many devious obstacles, deadly enemies, and dangerous toxic waste. A powerful lead henchman must be defeated at the end of each level in order to move to the next level.

THE DISPLAY SCREEN

The display screen is located at the bottom of the game screen and contains the following vital information for Toxie:

- Chances Left
- Energy Meter
- Mop Level Meter
- Score

The little Toxie in the upper left corner of the display screen shows how many chances Toxie has left. He begins the game with two chances and if he loses both chances the game will end. The Energy Meter is designated by the letter "P" followed by a maximum of 8 hearts. If Toxie loses all 8 hearts, he loses one chance. The Mop Level Meter in the upper right corner of the display screen is designated by the letter "M" and is followed by a maximum of three mops. The score is shown at the bottom of the display screen.

PLAYING THE GAME

Toxie must battle his way through the 6 levels of play. You can move Toxie to the left/right and to the foreground/background of the game screen by pressing the Control Pad. He will encounter many of Dr. Killemoff's Radiation Rangers and deadly devices along the way. If he is hit by these enemies or enemy objects, two things will happen;

1) he will lose one level of power from the Mop Level Meter and

2) he will lose one heart from his Power Meter.

He must defeat enemy henchmen by hitting them with his mop or fists. Objects can also be destroyed by Toxie's mop or fists, but some are best avoided by moving Toxie out of the way. Certain objects leave behind power devices when destroyed. These consist of food which give Toxie one additional heart on the Power Meter, and toxic waste cans which increase Toxie's mop power by one level.

MOP POWER

Toxie's mop is his most powerful weapon. The mop has three levels of power which are indicated by the number of mops shown next to the letter "M" in the display screen. Level one allows Toxie to hit things with the mop. At level two, the mop shoots projectiles and can still be used to hit things. At level three, Toxie can throw the mop and it will return to him like a boomerang. While the mop is flying through the air, Toxie can also use his fists to battle enemies.

When there are no mops shown next to the "M", Toxie can only use his fists to fight. Toxie begins the game at level one on the Mop Power Meter. If he is hit by an enemy, he will lose one level of power and he can gain mop power by finding the hidden toxic waste cans.

CAT LITTER

Somewhere, hidden on Level one, is a bag of cat litter. If you aquire the cat litter the level boss's hit points automatically decrease by one half.

LEVELS OF PLAY

The game consists of the following six exciting levels of play:

1) Tromaville

Toxie must make his way through the streets of Tromaville where he will find the dangerous Boss Polluto waiting in an abandoned trailer truck. He must defeat Boss Polluto in order to rescue Major Disaster.

2) Tromaville High School

The action begins beneath a full moon in the school yard and continues through the high school halls to the principal's office where Toxie must free Headbanger who has some valuable information for him.

3) Tromaville Factory

Toxie must be careful to avoid the rivers of radioactive slime as he attempts to rescue Junkyard before continuing on his perilous quest.

4) Tromaville Highway

Toxie gets to show his skateboarding ability, as he is pursued by rollerskating enemies on the way to the heliport. Once on board the helicopter, he must defeat Mayor Grody and rescue Nozone.

5) Tromaville Sewer

Toxie must fight his way through a sewer and an underground river full of deadly frogmen and radioactive bubbles in order to secretly enter Dr. Killemoff's mansion.

6) Island City

Dr. Killemoff's headquarters is full of lethal devices and relentless enemies. Toxie must maneuver his way through the mansion in order to face Dr. Killemoff in the ultimate battle. If Toxie succeeds, he wins the game!

4. THE CAST OF CHARACTERS

The Toxic Crusaders

Toxie: The leader of the Toxic Crusaders was once a 98 pound weakling. However, since transformed by a toxic accident, he is now a hideously deformed creature of superhuman size and strength.

Blobbie: Toxie's fearsomely loyal sidekick.

Nozone: Once a barnstorming pilot, Nozone flew through a hole in the ozone and crashed into a silo of radioactive pepper.

Major Disaster: He's a horribly deformed but down to earth soldier of tremendous power who doesn't hesitate to say what's on his mind.

Headbanger: He's the odd couple personified in one body consisting of a demented scientific genius fused to a dim-witted, friendly messenger of singing telegrams.

Junkyard: Half junkyard dog,half hobo, on the whole he's a loyal Toxic Crusader.

Other Good Guys

Yvonne: Toxie's girlfriend.

Mom: Toxie's mom

The Bad Guys

Dr. Killemoff: Based on Island City, the evil doctor leads his pollutant mutants on a quest to guide the human race towards toxic ruin.

Psycho: One of Dr. Killemoff's lead henchmen.

Bonehead: Another of Dr. Killemoff's lead henchmen.

Radiation Rangers: A faceless horde who hide their deformed frames under radiation protection suits.

Mayor Grody: The evil mayor of Tromaville.

90-DAY LIMITED WARRANTY

Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90 day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-213-926-0947. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m., Pacific Standard Time, Monday through Friday.

3. If the Bandai Service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof of purchase within the 90 day warranty period to:

Bandai America, Inc.
Consumer Service Department
12851 East 166th Street
Cerritos, CA. 90701

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America, Inc. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BANDAI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights and you may have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office,
Washington, D.C. 20402,
Stock No. 004-000-00345-4.

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